

CLASS 463 AMUSEMENT DEVICES: GAMES

EXHIBIT B

1	INCLUDING MEANS FOR PROCESSING	22	..Lot generator (e.g., card
	ELECTRONIC DATA (E.G.,		distribution, simulated dice,
	COMPUTER/VIDEO GAME, ETC.)		random number generator, etc.)
2	..In a game including a simulated	23	..Skill level adjustment (e.g.,
	projectile (e.g., bullet,		speed change, complexity,
	missile, ball, puck, etc.)		etc.)
3	..Paddle-type game (e.g.,	24	..Suspension or restoration (e.g.,
	pinball, tennis, baseball,		power failure resumption,
	golf, hockey, etc.)		etc.)
4	..Simulated court game or	25	..Credit/debit monitoring or
	athletic event (e.g., soccer,		manipulation (e.g., game
	basketball, etc.)		entry, betting, prize level,
5	..Simulated projector with		etc.)
	diverse interactive target	26	..Pool amount (e.g., jackpot,
6	..In a race game		etc.)
7	..In a game requiring an element	27	...Pool carryover (e.g.,
	of a participant's physical		progressive jackpot, etc.)
	skill or ability (e.g., hand-	28	...Parimutuel pool
	eye coordination, reflex,	29	..Access or authorization (e.g.,
	etc.)		game selection, security,
8	..Martial-art type (e.g., boxing,		etc.)
	fencing, wrestling, etc.)	30	..Perceptible output or display
9	..In a game requiring strategy or		(e.g., tactile, etc.)
	problem solving by a	31	..Visual (e.g., enhanced
	participant (e.g., problem		graphics, etc.)
	eliciting response, puzzle,	32	...Three-dimensional
	etc.)		characterization
10	..With chance element or event	33Object priority or
	(e.g., backgammon, Scrabble,		perspective
	etc.)	34	...Image projection
11	...Card- or tile-type (e.g.,	35	..Audible
	bridge, dominoes, etc.)	36	..Player-actuated control
12Ultimate outcome dependant		structure (e.g., brain-wave or
	upon summation of plural card		body signal, bar-code wand,
	or tile values (e.g.,		foot pedal, etc.)
	blackjack, etc.)	37	..Hand manipulated (e.g.,
13Ultimate outcome dependant		keyboard, mouse, touch panel,
	upon relative odds of a card		etc.)
	or tile combination (e.g.,	38	...Pivotally-translatable handle
	poker, etc.)		(e.g., joystick, etc.)
14	..Chess- or checker-type	39	..Wireless signal
15	..Geometric maze	40	..With communication link (e.g.,
16	..In a chance application		television broadcast, etc.)
17	..Lot match or lot combination	41	..Telephonic (e.g., modem, etc.)
	(e.g., roulette, lottery,	42	..Network type (e.g., computer
	etc.)		network, etc.)
18	...Plural lots (e.g., keno, etc.)	43	..Data storage or retrieval (e.g.,
19Plural matches create pattern		memory, video tape, etc.)
	(e.g., bingo, etc.)	44	..Cartridge
20Lot-to-lot combination (e.g.,	45	..Cartridge adaptor
	slot machine, etc.)	46	..Housing
21Having means to alter	47	..Accessory
	combination probability	47.1	FENCING
		47.2	STRIKING WEAPON

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| <p>47.3 .Having electric shock feature</p> <p>47.4 .Combined with antigrasping device or diverse art device (e.g., with light, knife, etc.)</p> <p>47.5 .Having similar striking members flexibly tethered together</p> <p>47.6 .Cross-handle type</p> <p>47.7 .Telescopic</p> <p>48 COMBINED WITH OR CONVERTIBLE TO EXTERNAL ART DEVICE OR FUNCTION</p> <p>49 SIMULATED-PROJECTILE GAME, TARGET THEREFOR, OR ACCESSORY</p> <p>50 .Plural simulated projectors (e.g., tennis, shoot-out, dual, etc.)</p> <p>51 .Electromagnetic ray simulates projectile or its path, or utilized for coincidence detection (e.g., light-ray gun, infrared aim detector, etc.)</p> <p>52 ..Having active target (e.g., moving target, "hit" responsive, etc.)</p> <p>53 .Coincidence detection or indication means (e.g., aim detector, "hit" -indicator, etc.)</p> <p>54 ..Having target or subtarget marker</p> <p>55 ...Perforator</p> <p>56 ..Having target deflector (e.g., "hit" indication)</p> <p>57 ..Coincidence detection via electrical contacts</p> <p>58 PROPELLED RACING</p> <p>59 .Having contest condition indicator (e.g., lap counter, timer, start indicator, etc.)</p> <p>60 ..Winner or finish order</p> <p>61 .Magnetically propelled object</p> <p>62 .Electrically self-propelled object</p> <p>63 ..Having means to alter lateral position of object (e.g., steerable car, lane changer, etc.)</p> <p>64 .Object propelled by impact, projection, or reaction force (e.g., spring, fluid jet, wind, etc.)</p> | <p>65 .Object propelled along reciprocating or vibrating surface</p> <p>66 .Object pulled by reelable cord</p> <p>67 .Object propelled by rotatable arm or disk</p> <p>68 .Object propelled by endless loop</p> <p>69 .Gravity propelled object</p> |
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